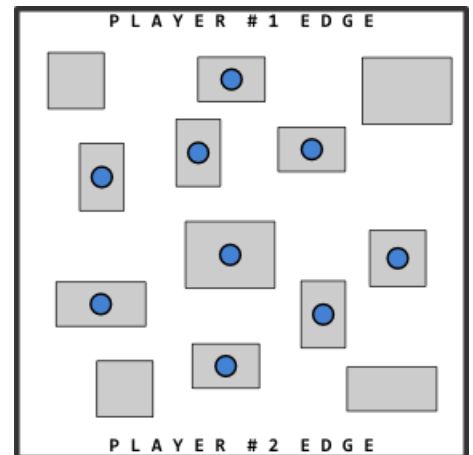


The following scenario descriptions are taken from the *Hawk Tournament Pack*. The rules for objectives, focal points and pieces of intelligence are all summaries of the official rules. In more complex situations the *Core Rulebook* (v 1.1) should be used to clarify: **Pieces Of Intelligence** on page 54, **Objectives** on pages 52-53 and **Focal Points** on page 54.

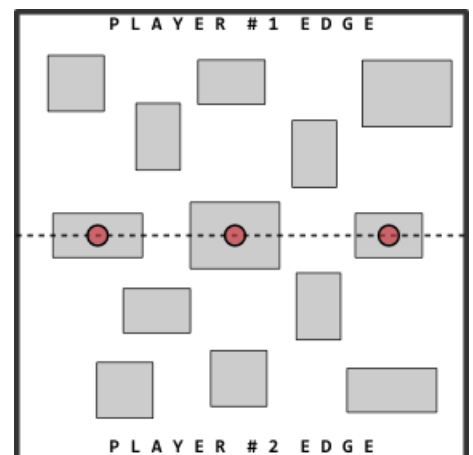
Mission #1 – Recon

- 9 of the central buildings each hold a **Piece of Intelligence**.
- Roll 1d6 when a unit is activated and is the occupier of one of these buildings (roll once per player per **Piece of Intelligence**).
 - 1: Structure takes d6 damage points.
 - 2-5: Activating player receives 1 victory point.
 - 6: Remove the **Piece of Intelligence** and replace with an **Objective**. See **Mission #2** for the **Objective** rules.
 - Note: the 6 case is different from the *Core Rulebook*.
- Battlegroups start in readiness, and Fast Movers in reserve.
- Each player enters units from anywhere along their edge.



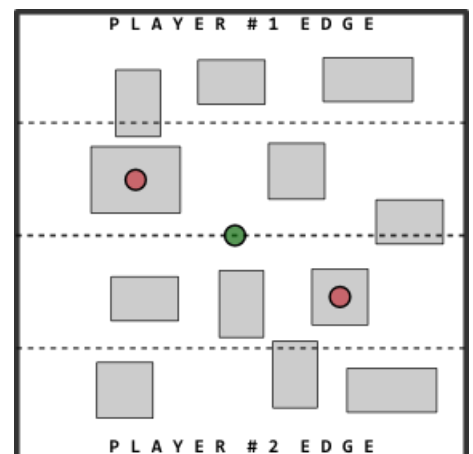
Mission #2 – Targets of Opportunity

- 3 large buildings along the central line each contain an **Objective**.
- When a unit that is the occupier of the building starts its activation it may search by rolling d6. If the search is successful the unit has found the **Objective** and may carry it from the table.
 - The first turn the search is successful on a 6+.
 - On the second turn this roll is reduced to 5+.
 - The roll required is reduced by 1 each subsequent turn.
- An **Objective** held at the end of the game is worth 1 VP and 2 VP if it is evacuated from the board.
- Battlegroups start in readiness, and Fast Movers in reserve.
- Each player enters units from anywhere along their edge.



Mission #3 – Take and Extract

- At the centre of the board (at least 3" from any buildings) is a **Focal Point**
- 1 large building on each half of the board (and outside each player's quarter) contains an **Objective**.
- These buildings are **Hardened** (i.e. Armour 8).
- See **Mission #2** for the **Objective** rules.
- Each player with ground units within 6" of the Focal Point receives 1 VP.
- The player with the most ground units (measured by point cost) receives an additional 2 VP.
- Note: flying commanders are counted (as per the most recent errata) when occupying focal points.
- Battlegroups start in readiness, and Fast Movers in reserve.
- Each player enters units from anywhere along their edge.



Mission #3 – Winners Table – Moving Target

- On each half of the board there is a **Focal Point** (at least 3" from any buildings).
- See **Mission #3** for the **Focal Point** rules.
- The monorail track runs across the centre of the table.
- There is an **Objective** on the monorail.
- The **Objective** on the monorail is worth 4 VP if evacuated from the board (1 VP if held).
- See **Mission #2** for the **Objective** rules.
- The 2 stations are large buildings that are indestructible and may not be targeted.
- The Monorail starts on the left side of the board and moves on the following schedule during the cleanup stage of the initiation phase:
 - T1: Monorail starts on-table at the board edge.
 - T2: Monorail arrives at station #1 (-12" from edge).
 - T3: Monorail stays at station #1
 - T4: Monorail moves 12" toward station #2.
 - T5: Monorail arrives at station #2.
 - T6: Monorail moves to board edge.
- The monorail is a light structure and cannot be destroyed; neither can the track, stations or supports.
- Infantry may enter the monorail either via a light dropship or via one of the stations while the train is there.
- As the Monorail contains a sensitive and valuable objective, neither side can risk aerial firefights across it and the track. As such, the track blocks line of sight to/from aircraft from 2" above ground level to 6" in the air. Infantry aboard the train may shoot from its windows, but may not be fired upon in return.
- Battlegroups start in readiness, and Fast Movers in reserve.
- Each player enters units from anywhere along their edge.

